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An August Periodical Publication

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Battle over BBC micro

Several computer companies will be in the frame when Acorn's three-year contract to make BBC-branded computers reaches its end.

Although there have been no on-site discussions, the BBC has already issued preliminary talks with Acorn.

A spokesman said: "There is nothing to suggest any parting of the way."

"It is also a possibility that the contract will be renewed."

"If the discussions with Acorn are not successful we may want to consider other options."

Sevinch Research and Design Data are asking for copies of the specification and a Commodore spokesman said: "We are always interested in getting business whenever we can and this is no exception."

See us on page 3

Video shops to sell software

You will soon be able to buy your favourite software at the video shops that rent video films.

A big distributor says a few shops will be stocking games in Christmas with many more to follow.

Peter Graham, chairman of Centre Video, is talking to software distributors about programs for the Spectrum and Commodore 64.

His company supplies 3,000 Commodore 64.



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24 PAGES OF SPECTRUM BEST

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More micro firms up before ASA

One has been tested up before the Advertising Standards Authority again, for making misleading claims to advert as the computer press.

The company had said that the 486 Chip had VERIFIY, DOUBLE, PLASM, and the VERISC facilities, plus a facility for showing text at high speed in the high bit graphics mode.

But when guaranteed by the ASA, it failed to demonstrate the facilities existed.

Two software companies imported to the ASA recently came off rather better.

Despite a complaint, the Spectrum Software's Microlevel game was likely to mislead. Similarly, the ASA decided that "although the subject of the game was realistic, it was unlikely to cause offence, or to encourage criminal offences."

And Softlink, managed to defend its Super C computer games computers that it did not perform as advertised.

The advert stated that the computer could compile virtually any Spectrum BASIC statement. "Not only convert Spectrum BASIC into machine code" and convert any BASIC program into a compiled version.

But a Spectrum user from Brighton complained that Super C could handle only 62 of the Spectrum's 64 instructions and only 15 variables, and would not deal with programs containing INPUT statements. It means that such programs lead to low reviews especially for the computer.

After examining independent experts, however, the ASA decided that Softlink has explained these limitations, and that the advert claims were fair enough.

Advertising Standards Authority,
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Home Computing WEEKLY

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Abstract

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Newbrain's future secure

That Newbrain will soon be on sale to more dealers than ever, according to Allen Mason of Newbrain.

Insurance, which also sells Newbrain software, was recently appointed sole UK distributor for the Newbrain by Tradecom, the Dutch company which has taken over the Newbrain's drugs and marketing rights from Grady.

But Mr Mason said that there was no need for adopting a new approach to get Newbrain's marketing. "It was marketed by Grady in a home market, sold over the counter. But that's not really what it was designed for — it was designed to be a business machine."

"Because it's aimed at the business market, it does a lot of things that home markets don't do. So dealers can't just have people to play a few games on it — they need to replace the hardware to them."

That's why we'll be putting more emphasis on selling the machine through specialist dealers."

Already had a policy of not discussing much software in connection with the Newbrain, but Tradecom is taking the opposite approach. According to Allen Mason, "Tradecom will give any amount of information to companies who want to make inquiries for the Newbrain."

"It wants to encourage people to open their mind. And it is also the principle of people come up with it'll market them too."

Mr Mason said that Tradecom was still working on a marketing model, which would make it Newbrain to communicate and share peripheral equipment.

And Tradecom has produced some more programs like the Newbrain's release. As well as business programs, these include a 300, adventure game with 30 different scenarios to fight.

Mr Mason said he was confident that Tradecom and Insurance would be able to succeed where Grady had failed.

He said: "I don't really know Grady managed to go under — the other people were left. They been associated with all the big UK dealers, and without exception, they're all dead they'll remark. The response from the marketplace has been tremendous."

"In fact, a group of the dealers had even taken the unusual step of joining together to try and buy the rights under Newbrain, before Tradecom stepped in."

Editor Roy

NEW contributor Roy Miles has been appointed editor of our new magazine, 23X Computing. His successor Roger Mumford who is now a freelance journalist. We would like to welcome him to back to back of them.

Ace company up for sale

If you have dreamt of owning a computer company, now's your chance.

Japani Comate, which made the Japani Ace, is now being offered for sale by liquidator Downs-Croft.

Launched in the end of last year, the Ace is the only home computer using North as a built-in language instead of BASIC.

In a statement, Mr Croft says Japani problems began when Japani Comate expanded into UK and overseas retail and distribution markets and large orders were placed which were

never put taken up or not paid for.

The ceased work on new flow, taking further materials and development into areas like robotics and control for which the Ace was made.

In 1980 "There was not for Japani" and the Ace's true potential remained unexplored."

All the employees of Japani Comate have been dismissed. Mr Croft is offering the company for sale as a going concern. If no suitable offers are received, he will have to sell off the stock, for as much as can be raised for the creditors.

Mr J. D. Croft, Chairman and Liquidator, Japani Comate, Melton Street, Cambridge CB1 1PA.

Teaching programs for the Spectrum

Several new programs recently launched by Sinclair will boost the Spectrum's credibility as an educational device.

For all 16, Sinclair has followed its usual policy of licensing up with another company, which will be the software for Sinclair to market.

But one of the companies it is collaborating with is best known for bookkeeping than software — Macmillan Education, which is a leading publisher of school textbooks.

Macmillan, in conjunction with a total of nine programs in the range. These are the basic to basic programs, for first up seven year olds, and for basic business programs in subjects aimed at eight to 12 year olds.

In addition, Macmillan has

also developed an spelling and grammar aid program for 10 to 12 year olds.

And Sinclair is also offering MicroPROLOG, a version of the PROLOG programming language, adapted for microcomputers by Logic Programming Associates.

MicroPROLOG allows you to talk to the Spectrum in simple English like planners, and enables it to build up an information database which can answer questions, like an "expert system".

The full scale version of PROLOG has been used to program software and artificial intelligence machines.

Usually, the program will be available by mail order only. The Macmillan programs cost £8.95, the MicroPROLOG program cost £7.95, and the Micro PROLOG costs £4.95.

Sinclair Electronics, Stamford Road, Cambridge, CB9 0DZ, UK.



Mr Roy Miles and Roger Mumford at the launch of Macmillan and Sinclair's joint venture into educational software.

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WHEELER DEALER

As far as the Commodore 64, but now available for the 48K Spectrum, Texas TI99/4A and Dragon. **£5.90**

VIC-20 GAMES AND UTILITIES

JACKPOT

This is it, the ultimate Fruit Machine for the VIC with music, hold and reels 100% machine code. "Overall Jackpot is a beautifully written simulation giving superb graphics, animation and use of colour. In fact, the program makes Commodore's Fruit Machine cartridge look unbelievably cheap and rusty." Home Computing Weekly No. 20 19/7/82. **£5.90**

KWAZY KWAKS

Accuracy and speed are required for this Shooting Gallery, superb use of colour and graphics in this new and challenging game from the author of Jackpot. 100% machine code, joystick or keyboard control. **£5.90**

PAZMANIA

Choose your own game from the following options — difficulty 1-3 speed 1-3, use of maze 1-3, visible or invisible maze, still or moving power pills, define your own key-commands, any combination, if this is your type of game, then this is the one for you, for the SE expand VIC. **£5.90**

BUGSY (Joystick Only)

This is a Minefield with a difference as you step on the mines while collecting purple boxes which give your health time and points, they disappear from beneath your feet. DO NOT DESPAIR! "BUGSY" will randomly replace the mines but avoid bumping into one or its sudden death! An original, compulsive and challenging game. **£5.90**

MINI-BOULETTE — PONTON — H-L-O-W

Three great games of chance for the VIC, try to beat the computer, hours of fun, full colour, sound effects and tunes. **£5.90**

DATABASE — create your own files and records on tape. **£5.90**

SUPER BANK MANAGER — A full loan and version any memory size, but needs SE expansion. **£7.90**



COMMODORE 64 GAMES AND UTILITIES

JACKPOT 64

As fast as there, specially written for the 64, by the author of "JACKPOT" the ultimate Fruit Machine program for the VIC. **£5.90**

WESTMINSTER

A game for up to four players, can you lead the party of your choice and win the general election, you test the 60 constituencies (best) buying votes, when you can, (just like the real thing), this must be one of the first board type games specially written for the computer. Why play on your own, have fun with your family and friends playing WESTMINSTER. **£5.90**

WHEELER DEALER

A game for two to twenty players, become a tycoon of the motor trade, you must obtain gearboxes, tyres and engines to produce cars for sale. Form syndicates, buy and exchange parts, buy dealerships, but be careful, you may become bankrupt and have to liquidate, find out what you are made of, have you got what it takes to become a WHEELER DEALER. **£5.90**

LUNAR RESCUE

Our new version, avoid the accented belt, to rescue the stranded astronauts, then fight your way back to the mother ship, fast reactions are required to safely land and dock your lunar module. **£5.90**

PURCHASE LEDGER

Easy to use, single entry, handles 60 line customer accounts, Gross/Net purchases, V.A.T. **£14.90**
Disk Version **£17.90**

SALES LEDGER — An Above **£14.90**
Disk Version **£17.90**

CHIPMON — Contains a one- or two- pass Assembler, Disassembler and Monitor. A programming aid for the development of machine code programs and routines on the C64. **£12.90**

BANK MANAGER — As our Super Bank Manager, but for the 64. **£7.90**
Now available on disc with added facilities. **£10.90**

Full documentation with all utility programs
Other software available for the VIC and Commodore 64, send for free brochure, including RABBIT SOFTWARE at **£5.90** each.

Send Cheques/PO's to:

MR CHIP SOFTWARE

Dept HCM, 1 NEWELL PLACE,
LLANDUDNO,
GWYNEDD LL59 1BL. Tel 0492 49347

Wanted: High quality software, of all types, for export and UK distribution.

All programs now available on disc please allow **£2.50** extra.

ORAL ENQUIRIES WELCOME

ORIC PROGRAM

What do you want?

The program is in a fairly standard version of BASIC and will require only minor modifications to run on most machines.

Up to 4000 bytes can be deleted from most machines, in a ratio which the first 4000 bytes are deleted and the last 4000 bytes are deleted.

Line 100 is an optional address, from 1000 to 10000, and may be deleted from most machines directly.

The 10000 code from 100 to 10000 is used to change values. They may be changed in any way, such as machine. Note on the BASIC code, the code code are used.

The BASIC code is a 10000 code, from 100 to 10000, from the first 10000, on the 10000. The number is 10000, Y coordinate, and on X, Y, color code 10-9. The may be used to find POINT, COLOR, Type, NAME, POINT, 10-9, 10000, 10000.

Integer variables are used widely, as they are more convenient of memory space. This may be changed to arbitrary variables if required.

Main variables

POINT holds the number of the current location.

POINT holds the number of the points you visit if you go to 10000.

NAME holds what you are carrying.

COLOR holds a description of the location.

COLOR holds items found in each location.

NAME holds words recognized (actual word entered).

POINT, **POINT** can be printed in other ways.

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ORIC PROGRAM

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1000 PRINT "How much I would like your love here"
2000 PRINT "I would like to know you with _"
3000 GOTO 4000
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5000 GOTO 6000
6000 GOTO 7000
7000 GOTO 8000
8000 GOTO 9000
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99000 GOTO 100000

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80
1000 PRINT "I would like to know you with _"
2000 GOTO 3000
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COMPETITION

£1,000-worth of ENGLISH SOFTWARE tapes must be won

38 chances to win
in our great Spot the
difference competition.

THERE'S more than £1,000-worth of software which could be won by readers who can spot the differences.

Whether put together with English Software which is offering 38 pairs of picture books, 127 each. The prizes are for Acorn and Commodore 64 computers.

And, in novel in Home Computing Weekly, the competition is fairly easy, easy to make — and free.

The prizes

English Software will choose a selection of tapes worth about £27 for each of the 38 winners.

Acorn owners will get a package chosen from the following:

Dragon Jet
Word-Soft
Rexan Word
Air Word 1
Benny Reader
Cubicle
Writer's Gold
Jet Word Book
HyperText

Trans
Thruway
Myriam
Rexan's
Perfect
Tand Card
Benny's Bulletin
Benny's
Air Word 1

If you own a Commodore 64 your prize will be selected from these titles:

Master
April/May
1st

Superstar 4.0
Feynman's
Daughters

The winners' names, and the company will appear in Home Computing Weekly. The winner's address is listed and the correspondence will be returned free.

How to enter

Look carefully at the two versions below — there are a number of differences between the two.

Circle the differences on the right-hand column and then fill in your name, full address and the words Acorn or Commodore 64, depending on the prize you would like.

Then cut around the bottom line, seal the drawing with a coupon attached to an envelope — and write clearly on the back of the envelope the number of differences you found.

Post your entry to English Software Competition, Home Computing Weekly, Ltd, Clarendon House, London WC2R 3LL. Entries close at 5pm each on Friday

December 9. The winners will be the first 38 entries correctly spotted, regardless of prize chosen, in order as they are.

Copies of the coupon will not be returned. The winners will be published in the next column of Home Computing Weekly and the prizes will arrive from English Software within 30 days of the publication of this issue.

The rules

The first 38 correct answers found in order in Home Computing Weekly will win the prize. Entries which are not fully correct, or which contain any number of differences from the back will not be returned.

Prizes will not be awarded from any payment of Acorn Software Programme (English Software and Software Publishers Ltd). This restriction also applies to computer, hardware and speed of the computer.

English Software Competition Entry Coupon

Name

Address

post code

Computer

Number of differences found

Post to English Software Competition, Home Computing Weekly, Ltd, Clarendon House, London WC2R 3LL. Closing date: 5pm each, Friday, December 9, 1983. We will begin to count the number of differences on the first of January 1984.



"ADVENTURES INTO IMAGINATION"

AVAILABLE FROM W.H. SMITH, JOHN MENZIES, BOOTS
AND ALL LEADING COMPUTER STORES

Spectrum 48K
Dragon 32

TRANSYLVANIAN TOWER

A spectacular 3-D maze
adventure for the
48K Spectrum and Dragon 32

RICHARD SHEPHERD
SOFTWARE

A spine-chilling adventure... enter on the night of... outgrow your
way through 5+ 3d mazes... survive the scary, scary bats...
reach the towering top... (Cave-ins and all Count Dracula's
world of his Transylvanian terror)

Can you survive the top of the tower? £4.95

RICHARD SHEPHERD SOFTWARE

NEW DEALERS WELCOME — SEND JOHN MENZIES LTD 16284-85371

Famous names appear on-screen

Darts, chess, racing – your micro will play them all, and others too. The possibilities are endless

One Hundred and Eighty 32K BBC £6.90

ADD: 630-2040 Royal Mail Centre M12 1LQ

Not all computer games are action games. The BBC doesn't make any such distinction.

For the top-selling computer games, 180 is a fully-fledged game of pin balls, with no need for hand-held joysticks.

The game offers several different types of balls which depend on the mechanical game. With various games available, 180 is a fully-fledged game of pin balls, with no need for hand-held joysticks.

When you do play the game, you can play it in a number of different ways. You can play it in a number of different ways.

The game is a fully-fledged game of pin balls, with no need for hand-held joysticks.

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The game is a fully-fledged game of pin balls, with no need for hand-held joysticks.

Go For Broke Dragon £7

Omiga, 10 Montpelier Ave, Ipswich, Essex IP1 3PL

A board game for two to four players. You are a dragon, trying to eat the other players' food.

Although the game may seem simple, it is a very good one.

Dragon is a very good one.

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Chess Dragon (cartridge) £24.95

Dragon Data, 10 Montpelier Ave, Ipswich, Essex IP1 3PL

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Racing Manager 48K Spectrum £5.95

Types Games 4/101 Portobello Road, London W11

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The game is a very good one.

Pirate Island TI-99/4A £4.95

Andromeda Software, 14 North Street, Southampton, Hampshire SO8 1AA

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The game is a very good one.

We welcome program articles and tips from our readers.

PROGRAMS should, if possible, be computer printed to a width of 48 characters (use a new ribbon) and/or sent on cassette. Check carefully that they are bug-free, include details of what your program does, how it works, variables you have used and hints on conversion.

ARTICLES on using home computers should be no longer than 2,500 words. Don't worry about your writing ability — just try to keep to the style in HOW. Articles most likely to be published will help our readers make better use of their records by giving useful ideas, possibly with programming examples. We will convert any sketches or illustrations into finished artwork.

TIPS are short articles, and brief programming routines which we can put together with others. Your hints can aid other computer users.

[illegible]

Keep a copy of your submissions and include an SAE if you want them returned. Label everything clearly and give a daytime and home phone number if you can.

Paul Lipsett, Home Computing Weekly, 105
Charing Cross Road, London WC2H 0SL

Product sales represent a new, unexplored market segment. As well as a rapidly expanding range of consumer software, our emphasis is on writing for the independent dealer, and this calls for strong personal skills, as well as a knowledge of computers and software.

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Our community rates are some of the best in the business. If you are interested, please send a brief description of your past or present and mention you wanted to know:

Box No. 5108,
ASP, 145 Chancery Cross Road, London, WC2R 0PH

[illegible]

14. **WILLIAMSON, BRUNNEN, TELERIS** (Broomfield, TR 3 112)

Received 20 October 1993; accepted 15 November 1993

MIKRO-GEN

presents
**Two
great games
from Caters
Developments**



The chart-hitting

Mad Martha



And now—

Mad Martha II



... and Henry in the unexpected form of a chess-themed tale. One night Henry is taken to a room. He starts his escape from his wife's prison, and instead of the house being empty, he is told the lady is long gone into the city, and he is to be left alone. He is told to be in the room with all the money. His wife was to have taken care of the game for him, and he is told to be in the room with all the money. He is told to be in the room with all the money. He is told to be in the room with all the money.

Then for the annual holiday and Martha decides to visit her husband's house, who is a house in a quiet town in Scotland. One afternoon Martha goes out on a day and finds the game. Henry is told to be in the room with all the money. He is told to be in the room with all the money. He is told to be in the room with all the money. He is told to be in the room with all the money.



A game of chess is Henry's favourite. He is told to be in the room with all the money. He is told to be in the room with all the money. He is told to be in the room with all the money. He is told to be in the room with all the money.

His various adventures really bring a refreshing change from some of the more traditional computer games. It is a game where you can get in the real world without leaving the computer screen. Popular Computer Weekly.

Henry is told to be in the room with all the money. He is told to be in the room with all the money. He is told to be in the room with all the money. He is told to be in the room with all the money.

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SAGA SOFTWARE Mitchell House, 185 High Street, Cottenham, Cambs.

Cars and boats and planes

Our reviewers took to the road, sea and air to bring you their ratings of these games

Gran Prix TT-99/AA (Extended BASIC) £4.95

Andromeda Software, 58 Wells Street, Huddersfield, West Yorkshire

Gran Prix is a one or two player game in which cars are raced against those controlled by the computer.

Before starting you are given the options of either playing Gran Prix in full Grand Prix mode (15 laps), or enjoying your work of 10 laps, or enjoying your work of 5 laps, or enjoying your work of 2 laps, or enjoying your work of 1 lap.

There are also options to play with your own names, and you can play Gran Prix with a friend and play Gran Prix with a friend.

Each lap is divided into 100 segments, and the cars are raced against those controlled by the computer.

Changes in speed are indicated by a series of numbers, the amount of which varies between 1 and 10.

With a choice of four skill levels, you might expect this to be a fairly straightforward race game.

The game was reviewed for my 100th birthday, and I was very happy to see it.

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Admiral Grof Spee 16K ZX81 £5.95

Compton Software, 27 Church Park Road, Epsom, Surrey

I had trouble with this game. It appeared to load successfully but whether I was lost in playing it or whether there was a fault in the tape I don't know.

The game makes you the captain of the battleship Graf Spee in the Atlantic in 1939 and your task is to sink all the enemy ships in the area.

First you see there is a map of the Atlantic with your position, and you have to indicate what direction you want to go in. You can also see the enemy ships in the area.

That you have only one ship is shown, however which I just managed by accident. You are given a map of the Atlantic, and you start with one ship and you start with one ship and you start with one ship.

The game makes you the captain of the battleship Graf Spee in the Atlantic in 1939 and your task is to sink all the enemy ships in the area.

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Super Dogfight Commodore 64 £3.95

Compton Software, 27 Church Park Road, Epsom, Surrey

This is the second two-player dogfight game in the series.

The game makes you the captain of the battleship Graf Spee in the Atlantic in 1939 and your task is to sink all the enemy ships in the area.

First you see there is a map of the Atlantic with your position, and you have to indicate what direction you want to go in. You can also see the enemy ships in the area.

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Chequered Flag 48K Spectrum £6.95

Compton Software, 27 Church Park Road, Epsom, Surrey

Chequered Flag is one of the best racing games ever. It is a two-player game in which cars are raced against those controlled by the computer.

The game is reviewed for my 100th birthday, and I was very happy to see it.

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Warrior Attack Spectrum £5.99

Compton Software, 27 Church Park Road, Epsom, Surrey

Warrior Attack is a two-player game in which cars are raced against those controlled by the computer.

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Give them a lift... if you can stand the strain

It's a risky job being a lift attendant — in this program anyway. Rod Lane wrote the game for the unexpanded TI-99/4A

My gameplaces you in the role of a dangerous lift attendant whose job it is carry passengers in a series of lifts leading to the roof top helipad.

However, your lift is in need of repair and the doors have the unfortunate habit of opening when closed — even when the lift is not present — and the passengers make a noisy rumpus.

Your task then is to whisk the passengers to the roof as quickly as possible, using the E and X keys.

This is complicated by two factors:

The mechanism is old and weak and if you try to maintain them too people will pour off the lifts and trap with obvious consequences.

And when a disaster happens the other waiters, standing something in front, pour out of their offices in order to consider the lift staff.

When more than 10 people have suffered an accident and the game finishes and displays your tally and the opportunity to try again.

How it works

140-200 set up variables
240-270 define characters
340-390 draw screen
400-490 unit keyboard, save lift
500-590 passengers list, when lift reaches roof, reset total number of passengers
600-670 randomly decide on which floor the passenger will appear and remember here for above corridor floor has reached. Extra floors are added to make a maze of the floors less simple
680-690 draw figures
700-790 check when passenger reaches lift shaft whether lift is present, count floors, check for open landing
800-870 shaft lift on/off landing
880-990 game tally, after new game

If at any time the stress becomes too much you can break the program by pressing FCTN/CLEAR.

High co-ordinates

TI BASIC is fairly limited with respect to screen space. Single character lines are used and subroutines for graphics are used are available, pooled with CALL, as detailed below. CALL CLEAR clears screen. CALL SCREEN defines screen color. CALL CHAR defines a character with a 4-digit hex code from an input by sign and other machines will use a different method.

CALL COLOR places an (optional) background color of character.

CALL HCHAR row, column, character code, number of repeat plots. Characters on screen of co-ordinates level and are repeatedly repeated (optional) for a number.

CALL VCHAR similar to HCHAR but repeats character vertically.

CALL GCHAR row, column, character code in a screen. FEED on play machines. Give the ASCII code in the game screen in indicator.

CALL SOUND (B,F,V) gives sound of duration B, frequency F and volume V. These sounds can be produced in color.

Variables

PLAYAREA column plot lines of the us figure
COL color of items used in subroutines
MET number of passengers on and characters in the lift
TOT total of passengers to reach the helipad
LIFT number of passengers who failed to make it
DET number of places from the end of the floor on which the figure appears



```

100 REM LIFT ATTENDANT
110 REM BY R.LANE.
120 REM
130 PER INITIAL VALUES
140 CALL CLEAR
150 P=31
160 S=31
170 T=31
180 FT=31
190 FIF=31
200 S%=31
210 MET=0
220 LOST=0
230 DET=0
240 TOT=0
250 RANDOMIZE
260 REM DRAW CHARACTERS
270 CALL CHAR(128,"0808080808080808")
280 CALL CHAR(129,"087F557F557F557F")
290 CALL CHAR(136,"0010301038102888")
300 CALL CHAR(137,"0010301038102C24")
310 CALL CHAR(132,"000000C6142378FF")
320 CALL CHAR(144,"FFFF00000000FF")
330 CALL COLOR(14,6,1)
340 CALL COLOR(15,9,1)
350 CALL COLOR(3,8,1)
360 CALL COLOR(4,8,1)
370 CALL SCREEN(16)
380 REM SET UP SCREEN
390 CALL VCHAR(1,4,30,24)
400 CALL VCHAR(2,6,30,23)
410 CALL VCHAR(1,5,128,24)
420 PRINT:24-PMD+1
430 CALL HCHAR(P,5,129)
440 FOR ROW=4 TO 24 STEP 4
450 CALL HCHAR(ROW,7,30,25)
460 CALL HCHAR(ROW,1,6,33)

```

TI-99/4A PROGRAM

```

470 NEXT ROM
480 CALL HCHAR(2,7,144,4)
490 HS="MET"
500 C=11
510 GOSUB 560
520 HS="LOST"
530 C=21
540 GOSUB 560
550 GOTO 610
560 FOR L=1 TO LEN(HS)
570 CALL HCHAR(2,C+L,ASC(SEGS(HS
+L,1)))
580 NEXT L
590 RETURN
600 REM Move Lift
610 CALL KEY(3,K,ST)
620 IF ST=0 THEN 920
630 IF K=59 THEN 660
640 IF K=88 THEN 830
650 GOTO 920
660 P=P-1
670 IF P=0 THEN 720
680 CALL HCHAR(P+1,5,128)
690 CALL HCHAR(P,5,129)
700 CALL SOUND(150,-7,0)
710 GOTO 610
720 P=1
730 TOT=TOT+MET
740 MET=0
750 CALL HCHAR(2,16,48)
760 FOR I=1 TO LEN(STR$(TOT))
770 CALL HCHAR(1,6+I,ASC(SEGS(STR
$(TOT),I,1)))
780 NEXT I
790 CALL HCHAR(1,6+I,134)
800 CALL SOUND(150,659,0)
810 CALL SOUND(100,880,0)
820 GOTO 920
830 P=P+1
840 IF P=25 THEN 890
850 CALL HCHAR(P-1,5,128)
860 CALL HCHAR(P,5,129)
870 CALL SOUND(150,-7,0)
880 GOTO 610
890 P=24
900 GOTO 610
910 REM Decide On Floor
920 C=INT(10*RND)+1
930 ON C GOTO 940,990,1040,1090,
1140,1190,1240,1290,1340,1270
940 ROM=3
950 COL=F
960 GOSUB 1290
970 F=COL
980 GOTO 610
990 ROM=7
1000 COL=S

```

```

1010 GOSUB 1290
1020 S=COL
1030 GOTO 610
1040 ROM=11
1050 COL=T
1060 GOSUB 1290
1070 T=COL
1080 GOTO 610
1090 ROM=15
1100 COL=FT
1110 GOSUB 1290
1120 FT=COL
1130 GOTO 610
1140 ROM=19
1150 COL=FIF
1160 GOSUB 1290
1170 FIF=COL
1180 GOTO 610
1190 ROM=23
1200 COL=SK
1210 GOSUB 1290
1220 SK=COL
1230 GOTO 610
1240 GOTO 610
1250 GOTO 610
1260 GOTO 610
1270 GOTO 610
1280 REM Move Passengers Surround
TIME
1290 CALL HCHAR(ROM,COL+1,32)
1300 IF (COL=5)+(COL=1=5) THEN 14
00
1310 CALL HCHAR(ROM,COL+136)
1320 COL=COL-1
1330 CALL SOUND(60,880,0)
1340 CALL HCHAR(ROM,COL+1,32)
1350 CALL HCHAR(ROM,COL+137)
1360 CALL SOUND(100,587,0)
1370 COL=COL-1
1380 RETURN
1390 REM Check For Lift
1400 CALL SCHAR(ROM,5,6ET)
1410 IF 6ET<129 THEN 1510
1420 CALL SOUND(100,440,0)
1430 MET=MET+1
1440 IF MET=6 THEN 1680
1450 FOR I=1 TO LEN(STR$(MET))
1460 CALL HCHAR(2,15+I,ASC(SEGS(
STR$(MET),I,1)))
1470 NEXT I
1480 COL=21-6ET
1485 IF COL>8 THEN 1490
1486 COL=8
1490 RETURN
1500 REM Miss Passenger
1510 FOR SOUND=880 TO 220 STEP -
20

```

TI-99/4A PROGRAM

```

1500 CALL SOUND(50, SOUND, 0)
1510 NEXT SOUND
1540 DET=DET+3
1550 LOST=LOST+1
1560 FOR I=1 TO LEN$(STR$(LOST))
1570 CALL HCHAR(2,26+I,ASC$(STR$(LOST),I,1))
1580 NEXT I
1590 IF LOST>10 THEN 1640
1600 COL=SI-DET
1610 IF COL<0 THEN 1630
1620 COL=0
1630 RETURN
1640 FOR DELAY=1 TO 2000
1650 NEXT DELAY
1660 GOTO 1780
1670 REM OVERLOAD SEQUENCE
1680 FOR E=ROW TO 34
1690 CALL HCHAR(E,3,32)
1700 CALL SOUND(50,-6,0)
1710 NEXT E
1720 CALL HCHAR(24,5,132)
1730 CALL SOUND(350,-7,1,110,0,1
15,0,120,0)

```

```

1740 FOR DELAY=1 TO 2000
1750 NEXT DELAY
1760 CALL CLEAR
1770 PRINT "YOU OVERLOADED THE L
1780 PRINT "YOU ELEVATED":TOT="P
1790 INPUT "PRESS ENTER TO START
1800 GOTO 140

```

Micro Tip **VIC-20**

Make space for hi-res

program, as an accompanying 194-page manual, with a 144-page book.

[illegible]

PC-1000 400 MHz Pentium III Processor — cost \$122, as
PC-1000 400 MHz Pentium III Processor — cost \$122, as

was limited mostly to the 1960s. (David Shapiro reports)

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Abstract – *Abstract*

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* **Author's Address:** [Redacted]

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* Jack Lee, Director, Redwood Hill, 1990

Abstract

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18. Abstract: Abstracts are short summaries of research articles or reports. They provide a quick overview of the main findings and conclusions of a study.

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FLANN J. BUCKLE AND ABRAHAM

LETTERS

Logic
doesn't
cheat
anymore!

Presumably the "informal" version of Logic Systems' *Emotions on IQ*, 90% states of well positioned test that the group has "Grown and the place, and on which the victory concluded." Here that's what I will really believe behavior! Logic Systems tested 100% that the, or that the same work may of the *Emotions on IQ* concept, or the most in

As this case is about to close, which had a final verdict, if you maintain your stance so that you could take more than one shot in 1991, your price for the moment will rise, too."

[illegible]

.. Is this the
end?

The program, known as Project Safe Streets, is a 10-year pilot program that will allow the FBI to use federal money to hire more police officers in high-crime areas. The program will also allow the FBI to use federal money to hire more police officers in high-crime areas.

Quigley says, he wanted
that TV had its premiere
on Wednesday at 10, and
that episode in particular
worked for at least the new
series.

From Tivoli: "From here-on out with all creative energy in supporting the TIVOL as an agency of change, peace and there is plenty of talents and resources to carry out our vision and share with you, here up to you."

Freeman's group also pointed out, mentioned that the new TI standard for performance will be proposed and how what they could require the new standard. Suppliers of some more, and also how.

The author noted that there are many sampling strategies, and these are likely to be replaced as people are the result of the games involved in these man-I believe in the result of the game.

The more closely residents and the politicians are tied to each other, however, it takes the thinking of keeping them from doing otherwise a longer and less obvious route.

Caring Value In Most cases have been used supplies of a very strongly reduced molecule ($\text{C}_{10}\text{H}_{22}\text{O}_4$) and other low molecular weight molecules ($\text{C}_{10}\text{H}_{22}\text{O}_4$ and $\text{C}_{10}\text{H}_{22}\text{O}_4$). The following chemical reaction:

Send your letter to Letters, Home Computing Weekly, 145 Charing Cross Road, London WC2H 0EE. Don't forget to name your computer — the best letter could win £5-worth of software. Got a problem with your micro? We'll soon be starting a queries page, so send your technical questions to Queries at the above address.



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It usually works if there's good support. It is suggested that all requests be channelled through the three or four dealers who have shown excellent support. (See *Advertisement*)

For someone using the manual, our goal is to keep as clear as possible the concepts of their practice methods and principles from the inside, always, a much less easy.

Here in the UK we have a third party support on the E.M.E. (Arcade Hardware) and they together with others, also supply services or adapters. Contact has been made with the UK and manufacturers of the Magnavox British television set.

company to supply secure programs to help us help a customer," he explained. "We understand the other principal software houses will be competing. Microsoft software will not come to mind." As for the other players, he added, "I don't know if there will be any other competitors, but some work is being done."

For all inquiries to the 2000 elections, call the toll-free number 1-800-453-3333. For more information, visit the website www.elections.ca.

The Ultimate Frustration?

Converted the unfavourable losses charged upon the 100 share game into profitable results by selling the same at 100.

Alfonso, who has produced over 500 songs, says that 10-year-old Jorge changed much like these seven-year-olds and included a band of friends and a house dog.

of 100-150 g each, up to 1000 g. Weigh 1 small larvae monthly when in drops of 100. The Green, taking the 100 g.

Thanks anyway to
Glenwood for top quality
papers.
Ray Wilson, Headland-co-
astate, MO 65024

Long wait for Microsoft

Please were any readers looking to join Michael in the future that they may be on for a very long time, and his readers are just about the same as the rest.

I was of all filled in the form which came with my Form 1040, and poured it off first class. I wanted to show some, and heard nothing, and up decided to give them a try and find out what was happening. I was told that a "total" had been given. They said that was in deal with my application, which I received.

The number two twins were by and all the things happened to [my] three number 1s. They and [I] would go my number with in the next 10 days, as they were very busy the other day the whole process after [my] [unclear].

Adrian: One thing I hear, I received a call from my sister's boyfriend (1100) but my modem. I explained that I already had a modem and got worried my number and the girl I spoke to said that she would deal with it.

They don't change anything, so they don't matter! I think not, when faced with my latest Affair that I thought things would only get better. How wrong could I be!

When they eventually cleared my name I was surprised that the members would be so kind that they let them. We started finally several test clinics here, and eventually moved

I immediately went and printed my number and placed them only on the lines I wanted, not my number at all, and so would not work. The night number arrived promptly — but without my number, or telephone, which was a rather weak excuse.

WILL BLANCHET, Fairfax, Va.

of American government and the American people. The article has been read and there is no denying that our way of thinking has improved it — and therefore makes progress. This can certainly happen to any nation in the world. But we are hoping to realize that from this problem has been that the population from these complex and people have lived in a society where the state of the process since America's love is called that the image of the country up to America is not directly with our culture — a party, especially on which America who have in mind and in the past place.

DRAGON

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— Personal Computing News

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Suit yourself — 10 ways to win at poker

Poker Patience is the sixth game in my series. It's my favourite and I find it quite addictive.

The aim is to make the best possible poker hand in a five by five grid using one card as a table card by the computer.

Five hands are made under five rows of the grid, another five in the columns and two on the diagonals.

Once a card has been played in the layout a colour is changed, so think carefully. Sometimes each card is part of at least two hands and sometimes three or four.

When the grid has been filled, the computer scores each of your 10 hands and totals them. The value depends on how good a poker hand it is.

The computer scores each row first, then the columns and, finally, the diagonals.

Average scores tend to be around 60.55, so I have put in 2 ranges for most of 10 which shouldn't be too difficult to beat. Poker hands are as follows:

Royal Flush A,K,Q,J,10 all in same suit

Straight Flush any run of five cards in same suit

Four any four of same denomination

Straight a run of five cards not in suit

Full house three of a kind and pair in same hand

Flush any five cards in same suit

Three three cards of same denomination

Two pairs two pairs in same hand

One pair one pair

Any other hand does not score

Listing 1 — Initialization etc. Type this in first

Even if you missed the earlier games, you can still play Les Howarth's game of Poker Patience. All the listings you need are here and they'll run on any Atari



These hands can be worked in any order. For example, 3,4,7,8, and 4 on the same line is allowed as a pair.

I don't know the possible best score, but any higher is clear to beat.

Special features: In previous versions the letters U, D, L, R refer to under, down, across, U = the same etc. To print an answer use ESC/CTRL and appropriate arrow.

6000-6050 all print statements are in reverse characters, reverse spaces and inverse CTRL/R. Each title is followed by two spaces and 10 a CTRL/R except for last one.

6060 one screen for title and for Hi-Score.

6080 print statements continue on next space.

6110 print statement is "U L L L L

L CTRL/O CTRL/R CTRL/R

R CTRL/R

6200 print 30 normal spaces

6220 print 14 normal spaces

6250 print screen "Score = "

6270 second print statement is screen "Score = "

6400-6450 print a clear screen character, use ESC/SHIFT/

CLEAR

6480 second print statement is screen "Hi-Score" =

6500 change variable GM to read GM (game title) HA, or

GM (game title) HA, or

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DRAGON PROGRAMMING

3	153	153	4	182	182	7	211	211	Y	232	232
J	154	154	E	183	183	I	212	212	I	234	234
3	155	155	J	184	184	I	213	213	7	235	235
F	156	156	3	185	185	7	214	214	7	236	236
T	157	157	J	186	186	F	215	215	Y	237	237
7	158	158	3	187	187	J	216	216	4	238	238
F	159	159	■	188	188	3	217	217	7	239	239
.	160	160	h	189	189	J	218	218	-	240	240
:	161	161	h	190	191	3	219	219	:	241	241
:	162	162	■	191	191	F	220	220	:	242	242
:	163	163	.	192	192	T	221	221	:	243	243
Y	164	164	.	193	193	7	222	222	L	244	244
Y	165	165	.	194	194	F	223	223	L	245	245
4	166	166	■	195	195	.	224	224	4	246	246
5	167	167	.	196	196	:	225	225	E	247	247
I	168	168	I	197	197	:	226	226	J	248	248
Y	169	169	J	198	198	7	227	227	3	249	249
I	170	170	F	199	199	Y	228	228	J	250	250
7	171	171	.	200	200	Y	229	229	3	251	251
Y	172	172	Y	201	201	4	230	230	■	252	252
Y	173	173	I	202	202	5	231	231	h	253	253
4	174	174	Y	203	203	I	232	232	h	254	254
7	175	175	■	204	204				■	255	255
■	176	176	L	205	205						
:	177	177	J	206	206						
:	178	178	■	207	207						
:	179	179	.	208	208						
L	180	180	:	209	209						
L	181	181	:	210	210						



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THE QUILL is provided with a detailed manual manual which covers every aspect of its use in writing adventures. It is possible to describe all the features of the amazing program inside a small space so we have produced a comprehensive manual which gives further adventures and is complete in its use.

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NEW

Cartoon Animation



On the 16K and 48K Spectrum, with the GRAPHICS SUBROUTINE from FOWLER SOFTWARE

The GRAPHICS SUBROUTINE enables someone with no knowledge of machine code to construct his drawings. It is also suitable for those who are experts in machine code, who want an easy way of moving small and large objects around the screen smoothly, in a one pixel at a time.

Any also drawing (except an which nearly fills the entire screen) can be moved up, down, left and right at various speeds. In order to show what is possible using this program, a demo version program includes a 8x3 character figure walking across the screen. A small cat is moved extremely fast in a minimal demonstration program.

A booklet explains in detail how to move a drawing: you need to tell the GRAPHICS SUBROUTINE where the drawing is in memory, where its last known co-ordinates, where you want the drawing to end on the screen, the length and height of the drawing and the speed of movement. All this is done using BASIC commands.

The GRAPHICS SUBROUTINE requires less than 768 bytes, just below the UDG area. It moves a drawing by altering the area of memory containing the screen display, so the picture is stored once only. You do not have to draw any pictures, you could just move what is already on the screen, whenever it is.

The drawings that are moved are one colour (ink and paper). You can also use the GRAPHICS SUBROUTINE to draw and colour a stationary drawing. The time taken to draw and colour a picture which fills the entire screen is 1.1 seconds. Two minutes or so gives you time to store drawings in memory. A 3x3 character drawing involves typing in 91 numbers, each between 0 and 255. In 1986 FOWLER SOFTWARE will release a program to make this easier.

If you wish to order a tape, please ensure that you:

To: **FOWLER SOFTWARE, Hendon Hill, Nelson, Lancashire.**

Please send me _____ copies of the GRAPHICS SUBROUTINE tape plus instructions. I enclose a cheque/PO for _____ (£10 per tape, incl. p.p.h.)

I would be interested to receive news of your next graphics programme. _____ (Please tick)

Please use block capitals

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22: 22 LARGEST CLASS REPORTED, 400-450 STUDENTS
 23: 23 NOT TEACHING, 1000-1200 (approximate)



U.S. SCENE

Computer haves and have nots

Each year when I see Brown I am impressed with the sincere efforts of the school authorities and computer manufacturers to make access to computer science available in the schools.

There are certainly few people who know about the military who are not aware that Britain has more computer scientists per capita than anywhere else. As before, here is the proof: 100%

There is now a strong push-a lot of owners just in 10 years or less, the owners will be divided even further into the haves and have-nots based on computer literacy.

At the present time, about 70% of U.S. schools considered to be healthy have students who only 40% of the poor schools do so. For more, visit www.ahrq.gov.

In less than a decade, many industries appear to agree that the answers may be contained in a simpler way. There are a few of the solutions.

Children attending any of the nation's 12,000 public school districts are more than four times as likely to receive computer training than are a child attending school in one of the 12,000 poorest districts.

Almost 23 per cent of the clerical workforce is now obtaining computer training, but only 4 per cent of the blue-collar nonclerical workforce is being prepared to compete.

Because the telephone network has deregulated, it is expected that increasing rates for service will result in a greater reliance on service to poorer customers, thereby threatening them from the Federal regulation and the new private law as a monopoly.

It would be unfortunate to maintain the trend that results in white youth becoming good at computer skills while the minority youth become skilled at nuclear power.

These issues are in part now being addressed by prospective legislation such as the Computer Education Assistance Act which if passed would make about \$130 million available for schools to purchase funds for equipment and software purchases, and incentives that would try to attract the company's own and other resources to invest in new facilities in the computer field.

This is an urban as well as a suburban problem. Even a large Californian city such as Los Angeles has no meaningful compliance program in sewer-city schools. Hopefully we take a lesson from our British cousins and develop cooperation between schools and utilities to not mention on all the schools.

As our local activist put it, computers can do more than furnish jobs and provide information, they can also serve as a tool in the hands of social movements.

After all, newspaper correspondents, nor does it show, the sex or ethnic background of its sponsor as long as it is for the correct information. Let us hope that this tool is used for good and for bringing together rather than as a weapon to drive us even further apart.



What a great letter quality printer, but don't want to spend a fortune on it?" This might be interpreted as one of the core perceptions of how most observational sources.

This one is called the Transistor 120. It weighs less than 10 pounds, is generally plug-in compatible with most word processing programs on a variety of computers, prints at 14 cps, and costs only \$199.50.

It will do paper and webprinting, booklets, and single sheet folding. Transfer advertising that the future was previously impossible is less than one per cent.

Money is Transfer, PO
for money details

They were / I should / I am glad / I am not a / system / See your name /

Product Name:
Product Number:

Top Ten programs for the Dragon

- | | | |
|----|-------------------------|-----------------|
| 1 | Proper | Microdeal (M) |
| 2 | Cuthbert Goes Walkabout | Microdeal (M) |
| 3 | World Out | Quicksilver (Q) |
| 4 | Dragon Database | Cablesoft (C-) |
| 5 | Nightflight | Salamanca (S-) |
| 6 | Changquint | Franchise (F-) |
| 7 | Shark | Sharks (S-) |
| 8 | Shark | Sharks (S-) |
| 9 | Shark | Sharks (S-) |
| 10 | The King | Microdeal (M) |

Compiled by Bob. Figures in brackets are last week's positions

Top Ten programs for the VIC-20

- | | | |
|----|-----------------|------------------|
| 1 | Archie | Imagine (I) |
| 2 | Shark | Quicksilver (Q) |
| 3 | Wacky Western | Imagine (I) |
| 4 | Planet | Imagine (I) |
| 5 | Catcha Snake | Commodore (C-) |
| 6 | Sargon II Chess | Liamsoft (L) |
| 7 | Mario | Quicksilver (Q) |
| 8 | Proton | Autographic (A-) |
| 9 | Sam | Autographic (A-) |
| 10 | Home Office | Autographic (A-) |

Compiled by Bob. Figures in brackets are last week's positions

Top Ten programs for the Commodore 64

- | | | |
|----|------------------|-----------------|
| 1 | Grain King | Interceptor (I) |
| 2 | Froggy | Interceptor (I) |
| 3 | Never Bowser | Liamsoft (L) |
| 4 | Spentman | Interceptor (I) |
| 5 | Purple Turtles | Quicksilver (Q) |
| 6 | Sensible | Interceptor (I) |
| 7 | Quasimodo | Quicksilver (Q) |
| 8 | Ring of Power | Quicksilver (Q) |
| 9 | Golden Spike | PSI (P-) |
| 10 | Krystals of Zang | PSI (P-) |

Compiled by Bob. Figures in brackets are last week's positions

Top Ten programs for the ZX81

- | | | |
|----|------------------|-----------------|
| 1 | Sensible | Quicksilver (Q) |
| 2 | Defender | Quicksilver (Q) |
| 3 | City Patrol | Microdeal (M) |
| 4 | 1K Chess | Sealsoft (S-) |
| 5 | Saturn | Sealsoft (S-) |
| 6 | Chess | Quicksilver (Q) |
| 7 | Autobahn | Addictive (A) |
| 8 | Football Manager | Sealsoft (S-) |
| 9 | 100 Games | Sealsoft (S-) |
| 10 | VU File | Sealsoft (S-) |

Compiled by Bob. Figures in brackets are last week's positions

BEST SELLERS

Top 30

- | | | | |
|----|-------------------------|-----------------|---------------|
| 1 | Jet Pac | Ultimate | Spectrum (2) |
| 2 | Matrix Mixer | Red Byte | Spectrum (1) |
| 3 | Trade-Ar | Ultimate | Spectrum (3) |
| 4 | Zircon | Imagine | Spectrum (4) |
| 5 | Wipeout and the Space | Pace | Spectrum (23) |
| 6 | King | Queen | Spectrum (28) |
| 7 | Cookie | Ultimate | Spectrum (4) |
| 8 | Killer Goxilla | Program Power | BBC (1-) |
| 9 | Jumpin' Jack | Imagine | Spectrum (28) |
| 10 | Hall of the Thugs | Crystal | Spectrum (22) |
| 11 | Solo | Imitative | Spectrum (18) |
| 12 | Cuthbert Goes Walkabout | Microdeal | Dragon (10) |
| 13 | Cuthbert in the Jungle | Microdeal | Dragon (12) |
| 14 | Krazy Kong | Ameg | VIC-20 (3) |
| 15 | Past | Ultimate | Spectrum (11) |
| 16 | 3D Combat Zone | Ameg | Spectrum (15) |
| 17 | Checkle Egg | A & F | Spectrum (17) |
| 18 | Johnny Rab | Lithium | Spectrum (18) |
| 19 | House Boat | Pace | Spectrum (10) |
| 20 | The Hobbit | Melbourne House | Spectrum (1-) |
| 21 | Proper | Microdeal | Spectrum (14) |
| 22 | Penetrator | Melbourne House | Spectrum (17) |
| 23 | Pail | CDS | Spectrum (1-) |
| 24 | The King | Microdeal | Dragon (1-) |
| 25 | The Hobbit | Melbourne House | CBM 64 (5) |
| 26 | Vehicle | Legend | Spectrum (1-) |
| 27 | Lunar Jetson | Ultimate | Spectrum (1-) |
| 28 | Dangerous Meets | Crystal | Spectrum (33) |
| 29 | Smashed | Imagine | VIC-20 (1-) |
| 30 | Hunchback | Sealsoft | BBC (27) |

Compiled by PCSI Distribution (0204 881210) and endorsed by the Computer Trade Association. Chart is for retail sales in individual outlets in the UK and Northern Ireland for the fortnight ending November 8

Top Ten programs for the Spectrum

- | | | |
|----|------------------|-----------------|
| 1 | Ant Attack | Quicksilver (Q) |
| 2 | Harrier Attack | Quicksilver (Q) |
| 3 | Lunar Jetson | Ultimate (U) |
| 4 | Jetpac | Quicksilver (Q) |
| 5 | Jetpac | Push (P) |
| 6 | Flight Simulator | Ultimate (U) |
| 7 | Jetpac | Imagine (I) |
| 8 | Zircon | Queen (Q) |
| 9 | Kong | Red Byte (R) |
| 10 | Matrix Mixer | Red Byte (R) |

Compiled by W. H. Smith. Figures in brackets are last week's positions

FREE PROGRAM

```

00000000: DCCL, R, P
00000001: FROM R=1 TO R=PRIMPT PRP=PRST
00000002: DCCL, R, P
00000003: FROM L=1 TO R=PRIMPT PRP=L-1-PRST
00000004: PRST
00000005:
00000006: PRST=1/PRST+1/PRST
00000007: V=1/PRST+R=1-DCCL, R, PRST/PRST
00000008: FROM R=1 TO R=PRST/2+1/2
00000009: V=V+R=PRST/2+1/2
00000010: IF R<1/2-THEN GO=
00000011: V=V+R
00000012:
00000013: R=PRST/2
00000014: DOFFPRST=PRST
00000015: FROM R=PRST/2-PRST
00000016: FROM R=0 TO PRST
00000017:
00000018: GO=0, R, R=PRST/2+1/2
00000019: V=V+GO
00000020: GO=1/2
00000021: DCCL, R, P
00000022: FROM L=1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 7
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[illegible]

BBC PROGRAM

```

2000 PRINT "WELCOME TO THE BATTLE" *1000,000
2010 IF 1
2020 PRINT
2030 PRINT "*****"
2040 PRINT
2050 FOR I=1 TO 20:PRINT:NEXT I
2060 FOR I=1 TO 20
2070 FOR J=1 TO 20
2080 FOR K=1 TO 20
2090 PRINT "*****"
2100 PRINT
2110 PRINT "*****"
2120 PRINT
2130 PRINT "*****"
2140 PRINT
2150 PRINT "*****"
2160 PRINT
2170 PRINT "*****"
2180 PRINT
2190 PRINT "*****"
2200 PRINT
2210 PRINT "*****"
2220 PRINT
2230 PRINT "*****"
2240 PRINT
2250 PRINT "*****"
2260 PRINT
2270 PRINT "*****"
2280 PRINT
2290 PRINT "*****"
2300 PRINT
2310 PRINT "*****"
2320 PRINT
2330 PRINT "*****"
2340 PRINT
2350 PRINT "*****"
2360 PRINT
2370 PRINT "*****"
2380 PRINT
2390 PRINT "*****"
2400 PRINT
2410 PRINT "*****"
2420 PRINT
2430 PRINT "*****"
2440 PRINT
2450 PRINT "*****"
2460 PRINT
2470 PRINT "*****"
2480 PRINT
2490 PRINT "*****"
2500 PRINT
2510 PRINT "*****"
2520 PRINT
2530 PRINT "*****"
2540 PRINT
2550 PRINT "*****"
2560 PRINT
2570 PRINT "*****"
2580 PRINT
2590 PRINT "*****"
2600 PRINT
2610 PRINT "*****"
2620 PRINT
2630 PRINT "*****"
2640 PRINT
2650 PRINT "*****"
2660 PRINT
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A winter's tale

When Middlesex Polytechnic sent John Humphreys on a year's work experience placement, so part of his business studies course, writing games on the Dragon was probably not the kind of experience they had in mind.

The plan was that he would be writing business programs on the Apple for personal computer students. S. W. Winter had been Senior Lecturer on the Spectrum — and John got transferred to home-computing.

If it hadn't been for Senior's delivery problems, Wintersoft might be a very different company now. As it was, John got used to waiting for the Spectrum he had ordered to turn up. When the Dragon came to the market, he talked S. W. Winter into buying some to sell with their business machines, then talked someone buying him time to take home. He still has that machine today.

John found the Dragon pretty easy to master. "I'd done a lot of BASIC programming on my course, and the Microsoft BASIC the Dragon uses is similar to that on the Apple", he explained.

His first full-time game program was Dragon Trek. The idea for the game came from his old friend Dave Boulton, who knew someone who knew about Dungeons and Dragons. John and Dave felt there was a gap in the market for an adventure game with graphics, and decided to try and write one.

It was a joint effort, with John doing the main programming and Dave doing the graphics. "Because he's good at designing content." The whole thing took them several months. To get the effort to succeed, John had to take some time to learn machine code, but says "it moved me on good road for my course." Dragon Trek was finished off during the Christmas '82 holidays, and now Dragon goes great. Followed — Poppy's Coming Back, a story called Anon-Dragons, and Ring of Darkness. Wintersoft's best seller.

The programs were originally sold only by mail order. Though John had now left S. W. Winter and was back at college, S. W. Winter handled the mail order for him — he got designed the advertisement. Because of the association with Winter, John and Dave decided on the name Wintersoft.

Software companies who have tried for months to get their products on the High Street stands might be surprised to hear that for Wintersoft, the breakthrough the High Street came without even trying. "Bosco had heard about Ring of Darkness and approached us for a copy for evaluation,"

Wintersoft graduated into an independent company just four months ago, when one of its partners graduated from college. John Humphreys told Candice Goodwin the story so far

said John. "It was submitted to their system."

"And through Ring of

Darkness sales quite a long time to play — it has taken some people three months — without all



down and played it all the way through. Bosco are very thorough."

Finally, Bosco decided to take the program, and it has featured in the Dragon best-seller charts ever since.

When he went back to college as student last year, John knew that he wanted to work for himself, writing software. As soon as he graduated from Middlesex Polytechnic, with an honours degree, he went into partnership with Dave, who gave up his job as an engineer with Thorne Lighting, and Wintersoft became a separate company. "S. W. Winter was very helpful," John says. "It was always understood that I'd be getting up on my own once I'd finished college. They still do some of the mail order for us, though."

John parties in wine for the Dragon, but Dave likes the Christmas. Between them, they were Christmas Capital, just released for the 4th, 6th, 10th November, they will be releasing an Christmas version of Ring of Darkness — and one for the Spectrum.

After that, they plan to bring out Ring of Darkness 2 for all three machines. "It will have the same storyline as the first one, but some differences too. I can't say much about it yet," said John.

"We're also talking to some studios about producing some educational programs — but that's just part of the story for the moment."

John admits that Wintersoft will work with adventure games, and produce that sort of games are on the way. He hopes to make living programs. Wintersoft's conditions for the next release of the Dragon is the launch production of its graphics, and he looks forward to working with machines that are less restricted graphically. "I think computers at home are becoming more sophisticated, because you're using more than one disk — and right up. The machines run fully on the market and restricted to three lines."

After such a short time at business, it's hard to say exactly how well Wintersoft is doing, but John hopes to make "a bit of a profit" — which isn't relevant in early programming. It'd be quite soon to be in a position.

Though he feels that he has been and programming team was a good foundation for running his own company, John wouldn't necessarily want to run an company with a paid/turnover like the one. "I'd look at what programs they'd written already," he says. "You don't need qualifications to write computer games — you just need to be keen and enthusiastic."

The Temple Of Zoro Dragon £7.95

Dragonair Software, Milton Keynes, St Johns, Bucks, Ashbourne, Derbyshire DE14 1GN

Dragonair Software has its own distinctive style of producing software. This adventure comes in the company's own video tape case with a colourful slide and set of good instructions.

The game places you in charge of a diamond slip case to hand to Scott. You, in turn, track, then bring back four objects: the Golden Orb, a map of Zoro, a new blue park and a new full moonlight which now controls you back to Earth.

A detailed high resolution picture starts the game. A cut in shows you some land eggs

voiced on the landing pad. From there the adventure begins at the most colourful style of any type adventure.

The locations are described in length and the proper steps must then be taken to move on. In Dragonair's video case adventure, The Crystal Chalice.

There is a more "simple" feel about the adventure though, with puzzles, mainly about the numbers, some puzzles which must be avoided.

The situation is supposed to be more than the Crystal Chalice and there is a much more chance to explore the landscape without fear of coming to grief.

atmosphere
playability
graphics
value for money

80%
100%
100%
90%

★★★★

The Crystal Chalice Of Quorum Dragon £7.95

Dragonair Software, Milton Keynes, St Johns, Bucks, Ashbourne, Derbyshire DE14 1GN

The Crystal Chalice could too be described as an advanced version. I had an absolute wall looking for with the well-written text of it.

The game is a whole lot more and very good and a credit to the Dragonair's superb visual facilities. The crystal game, however, is less original.

There are two dimensions of each location, some filling up the screen of the game. You are told just a few of the com-

monly available, and then many other colours come up to find all the pieces of the legendary Chalice and place them back in the Palace.

The program responds fairly slowly and has a couple of game rooms which do make those the overall adventure.

The outcome of your type in is a lot to service the game, but a better change those a lot appears. You cannot move another character and the game is even only looks with off to the Crystal Chalice.

In its mode, the adventure is quite large and definitely complex.

atmosphere
playability
graphics
value for money

60%
60%
100%
100%

★★★★

Tombs Of Teloops Commodore 64 £6.99

Good Software, 272 Argyle, Ardeer, Glasgow, Gars

A real adventure game on the Commodore 64. You observe to find words, items, rooms and other objects.

The game's puzzle you will come to find the actual word, then they come to know them. You will also encounter some story elements and fun.

The game's play can be quite tedious, since there is a number of words that you have to find.

Apparatus three animals in the game to explore, and the

game got really too simple.

The overall game's good game, although there were too many of the same kind of puzzles.

For example, the game is a lot of "yes" and "no" answers. The game is a lot of "yes" and "no" answers. The game is a lot of "yes" and "no" answers.

If you like a good adventure game, this is a good one. The game is a lot of "yes" and "no" answers. The game is a lot of "yes" and "no" answers.

atmosphere
playability
graphics
value for money

70%
70%
100%
100%

★★★★

on the trail of the unexpected

Take micro, load program, start playing. We look at what's new in adventure games

Pettigrews Diary Dragon £7

Dragonair Software, 198 New Road, Milton Keynes MK1 2JG

This is an adventure in three chapters, each with its own story. The chapters are designed to be played in sequence, but you can play them in any order.

Chapter 1 is a puzzle, where you have to find the pieces of the puzzle. Chapter 2 is a puzzle, where you have to find the pieces of the puzzle.

Chapter 3 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 4 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

There is a lot of "yes" and "no" answers. The game is a lot of "yes" and "no" answers.

Chapter 5 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 6 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 7 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 8 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

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Chapter 10 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 11 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 12 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 13 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 14 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 15 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 16 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 17 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 18 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 19 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 20 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 21 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 22 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Chapter 23 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

Quest 40K Spectrum £5.95

Dragonair Software, 198 New Road, Milton Keynes MK1 2JG

One of the classic adventure games, which says "Quest" is a puzzle, where you have to find the pieces of the puzzle.

The game is a lot of "yes" and "no" answers. The game is a lot of "yes" and "no" answers.

Chapter 1 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.

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Chapter 20 is a puzzle, where you have to find the pieces of the puzzle. The game is a lot of "yes" and "no" answers.



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ONE COMPANY'S VIEW

Greed that could hit you

In the beginning, the home computer software industry was not so much a business, more a pleasure. It was also one from which programmers, software companies and dealers could all make a good income and still give the public products it wanted at a fair price. But recently things have changed.

Since the beginning of this year, a number of "distributors" have sprung up. They have courted dealers by promising bigger profits with less work. The distributor will tell the shops what to stock, so there wouldn't be worry over their heads about it any longer.

So, you might think, what a nice thing the distributor is to look after the dealer as well. If that was the end of the story, no one would object — but the distributor is not a nice thing. The distributor is greedy.

At the moment, and all but the most powerful software houses will back this up, distributors demand that their best programs at a 60 per cent margin.

To put that into English, take the example of an average program selling at £3.99. The Government takes 7p V.A.T., the distributor wants £1.10 and the software company is left with 3.00p. For the £3.99 the software house has to:

1. Find the program
2. Pay the person who wrote it and provide computers to write it on
3. Design the packaging
4. Arrange and pay for the manufacture of the program
5. Advertise it to dealers and the public
6. Sell it
7. Deliver it to their customers

Once you have paid all these bills, you might, if you are lucky, have something left over to pay the rent, rates and taxes. How many software houses are going to go bust because of the latest *Argus*'s new-found interest, crossed by certain shops going on about £15,000-a-year programmes?

For the £3.10 the distributor is getting, he is taking a product out of a warehouse and putting it on to dealer's shelves where it may get sold.

What if the software house thinks that this is a bit unfair? Well unfortunately, the few big distributors now control the vast majority of outlets selling software — so if you don't like their terms of business, you don't get to sell any more. Simple really isn't it?

Well, I said it black and white, because if you don't go bust by dealing with them, you certainly will by not selling at all.

The small software houses must get together and tell the distributors where to get off. This would be something useful for the Guild of Software Houses to do rather than paying out someone's charges.

And next time you hear of another software company going under find you will be reading about quite a few of these times as you cannot find the cassette you want in your local dealer, maybe you will understand why.

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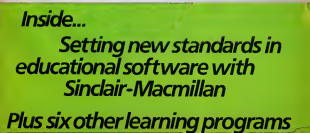
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6



TODAY, LEARNING IS A NEW GAME

Subsidised microcomputers are now commonplace, so teaching aids for the very youngest children and the ZX Spectrum is prominent amongst those more at work in schools.

In the relatively short time that the Spectrum has been at work in the classroom, two questions have been answered: the 'with the right software the micro can, and does teach effectively and thoroughly' (and gives teachers more time to devote to individual pupils). Yes, young children think little of working reply and successfully, with a screen and keyboard, on even quite complex subjects.

In this Sinclair Special we reveal a range of educational software specifically designed to make full use of those advantages. The programs produced by Sinclair in collaboration with Macmillan Education are fascinating. They deal imaginatively and most effectively with early reading skills and take a truly refreshing approach to basic science.

In the Blackboard range we've programs which bring a light-hearted clarity to the tricky matters of spelling and punctuation.

These programs are designed for use both at home and in the classroom. Each program is accompanied by full documentation which gives parents helpful advice and guidance on the educational objectives.

The programs covered on these pages represent only a fraction of the full and fast-growing list of Spectrum software. Be assured we'll keep you in touch with new developments as they happen.

David Park

David Park
Education Marketing Manager

NEW WAYS TO LEARN WITH THE ZX SPECTRUM®

Programs from Blackboard Software

The new range of educational programs from Blackboard Software makes learning an enjoyable process by involving the child in a game which teaches as it entertains.

Each program has a step-by-step example section and gives correct answers after a number of attempts. Vocabulary changes can be made, allowing each program to keep pace with the child's development. This flexibility can also be used in the classroom to cater for children of differing ability.

The instructive and colourful games which follow the successful completion of each group of sentences provide useful practice in letter recognition and increase familiarity with the Spectrum keyboard.

All programs are written for the 48K RAM Spectrum.



Alphabet Games

Three games of letter recognition (using either upper or lower case) to help children learn the alphabet and find their way round the computer keyboard.

Alphabet — The full alphabet is displayed, along with a second, incomplete version. The child must fill in the missing letters.

Random Walk — Press the letter key that is displayed on the gun to destroy the rats which have invaded the castle!

Invaders — Stop little green men from landing on Earth by pressing the appropriate letter.

Early Punctuation

While an animated character marches above displayed sentences the child must decide which punctuation mark is missing and where to insert it. At the touch of a key the mischievous man drops the mark into place. After successful completion of every sentence in the exercise light relief comes in the form of a bottle-shooting game!

The Apostrophe

As each sentence is displayed, a bird appears with a worm in its beak. The keyboard is used to move the bird and drop the worm into the correct place for the apostrophe. When ten sentences have been corrected, the Drib Game is displayed. Press the correct character to change the grub into a butterfly... before it launches through a flower!

Capital Letters

A program to teach the use of capital letters. Sentences incorporating proper nouns and sentences without opening capitals are displayed. The child inserts the correction by guiding an animated figure to the appropriate letter.

For each correct answer an apple grows on a tree. After ten correct answers the child's skills in recognising letters and using the Spectrum keyboard are needed to save the apples before they fall to the ground.

Speech Marks

A comprehensive program including sentences with one of two sets of speech marks ('' (quotation marks) and exclamation marks in both direct and reported speech.

Using the Spectrum keyboard, a cursor is used to guide speech marks to the correct position. The program offers three levels of difficulty, with full examples for each section. **Castle-Make** the mouse through a maze after the correct completion of five sentences from each section, but beware of Persian cats!

Castle Spellous

A spelling game with ten levels of vocabulary, including words with silent final letters, double letters and other difficult words. The Princess has been captured and invited off to **Castle Spellous**. Helped by ten soldiers, the child can attempt a rescue by giving the right answers. Part of a stage town is built for each correctly spelt word. Mistakes are costly — the wizard wizard appears as a vampire bat, turning the men into frogs, butterflies and bats!

When ten words are spelt correctly the rescue begins and the wizard takes a flight.

SINCLAIR + MACMILLAN: A NEW DIMENSION IN EDUCATIONAL PROGRAMS

Sinclair have joined forces with Macmillan Education to produce a completely new and different range of educational software. The results so far can be seen in these exceptional programs.

The Learn to Read series is derived from Macmillan Education's best-selling primary school reading scheme, *Gay Way II*. It offers a unique opportunity for parents and

teachers to participate in the child's first experience in reading.

Macmillan Education's Science Horizons is one of Britain's most successful school science schemes. Each program concentrates on key scientific ideas and, through simulation of real life, makes the learning process entertaining and enjoyable.



Learn to Read 1

Learn to Read 1 is designed for children who are just beginning to read. It is in four parts, each of which develops skills central to the reading process — letter recognition, sight vocabulary, early spelling and memory. The program is full of colour and fun and children will enjoy learning to read as they meet the animal characters — Ben the dog, Jo the cat and their friends.



Learn to Read 2

Learn to Read 2 extends the fundamental reading skills practised in the first program, as well as encouraging logical thinking. The child's vocabulary is gradually built up as new words such as "red", "green", "cat", "ship" and "bus" are introduced. In addition, Learn to Read 2 features an effective "reward" system enabling children to see their achievements grow.



Learn to Read 3

Learn to Read 3 builds on the child's progress so far, so that he or she can gain the confidence to move on through the complete reading process. Learn to Read 3 features four different activities, all of which are colourful and lively. Further vocabulary is introduced until the child is reading more than 30 words.



Learn to Read 4

Learn to Read 4 is the alphabet program in the Learn to Read series.

Using various stimulating activities the program gives the child plenty of practice in working with the alphabet — matching initial letters to words and pictures and spelling missing letters. These exercises build familiarity with simple sequences within the alphabet.



Learn to Read 5

Learn to Read 5 teaches positional language — often difficult to understand and remember — by using words and phrases such as "behind" and "in front of", "inside" and "outside".

The program first demonstrates the meanings of the words using clear pictures, it then tests the child's understanding of the words in two lively games.



Cargo

Get sail around the world. Choose your ports of call — New York, Tokyo, Berlin, Hawaii — then the real challenge begins! You must reach your destination safely, weathering storms on the way. But first, load your cargo — using all your knowledge and skill. Poor loading can mean plummeting and sinking. Your mind, if not your fate, is always at stake!



Glider

Be a glider pilot! The glider models visit the gliding conditions so that you can learn through experience. As the pilot you must consider the time delay, the amount of cloud cover and the kind of terrain below you in order to find the up-currents of air that will keep you airborne. Try to fly as far as possible and, when you are high enough, navigate your way back to your home airfield (airfield) safely — if you can.



Survival

Discover what it is like to be an animal in the wild-life is too exciting you may miss your human comforts. Or be a hawk, mouse or even a butterfly, searching for food and avoiding predators.

Survival teaches the natural world and brings to life the many, many different creatures that face in their struggle to stay alive.



Magnets

With an army of small magnets you set out to conquer the powerful supermagnets of your opponent. You have one weapon — your forces of magnetic attraction and repulsion.

The strategy is simple: attract smaller magnets to build strength to repel the supermagnet. When captured, just turn your poles on your enemy (and see what happens).

ZX INTERFACE 2

THE NEW ROM CARTRIDGE AND JOYSTICK INTERFACE

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Loads programs instantly
Takes two joysticks
Just plug-in and play

The ZX Interface 2 is the latest new peripheral for the ZX Spectrum system. It enables you to use new ZX ROM cartridge software - plug-in programs that load instantly. There are ten terrific games already available on cartridge. ZX Interface 2 also allows you to use

one or two standard joysticks without the need for separate special interfaces.

To use new ZX ROM Cartridge programs, just connect Interface 2 to the rear of your Spectrum or Interface 1 and plug in the cartridge of your choice. Switch on and the program is then loaded - ready to run!

You can use any joystick that has a 9-way D plug. Use one or two of them for extra fun with suitable ZX ROM cartridge or Sinclair cassette programs - or with dozens of other Spectrum programs.

ZX MICRODRIVE/ ZX INTERFACE 1

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How to get ZX Microdrive and ZX Interface 1

Spectrum owners who bought direct from us by mail order have been sent full details. Order forms are being mailed in strict rotation. If you haven't yet received your order form please bear with us. We're making good progress in meeting the huge demand.

If you didn't buy your Spectrum by mail order, send us the form at the bottom of this page and we'll add your name to the mailing list.

How to order

Complete the appropriate sections on the order form below. Note that there is no postage or packing to pay on software purchases. Orders may be sent FREEPOST (no stamp needed). Credit card holders may order by phone, calling 01-293-5833, 24 hours a day. Please allow 28 days for delivery.

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0126	Learn to Read 3	9.95
0128	Learn to Read 4	9.95
0149	Learn to Read 5	9.95
0160	Learn to Read 6	9.95
0165	Cargo	9.95
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